

MAUI Presentation Outline

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1. Intro

- Looking for novelty and usefulness (Runco & Jaeger)
 - approaches to originality
 - * not in the most common list (TTCT)
 - * Statistical infrequency
 - * consensual assessment (Amabile)
 - Individual Ideas
 - Ideational Pool (Runco)
 - usefulness is personally meaningful
 - * *not* the focus of our studies
- Outcomes and Process
 - From assessment to behavioral coding (Bonawitz et al)
 - Developmental methodologies (Adolph)
- Research Questions
 - How does the originality of ideas fluctuate during DT?
 - Can we provide more information about the creativity of an individual?
 - How else can we observe children's creativity?

2. Revising the Uniqueness Index

- Its usefulness
 - Less subjective
 - Thresholds create dichotomous tally to compare with other indices (fluency, flexibility)
- Its issues
 - Unclear reasoning behind thresholds
 - Sample dependency
 - Overestimating originality
 - Resulting tallies are highly correlated with fluency
- MAUI
 - Acknowledging levels as unit of analysis
 - * Response
 - * Item
 - * Individual
 - * Sample
 - Non-parametric rank distribution density of ideas attributed to item prompt
 - * approach similar to Item Response Theory, where score represents the participant's ability and the item difficulty
 - Marketplace of ideas
 - * identifying the best ideas

3. Process Analyses

- Continuous MAUI
 - *how* original is an idea?
- Ideational Profiles
 - revisiting the “order effect” (Torrance; Silvia et al)
 - Discriminating different approaches/strategies
- Shift Strategy >> episodic divergence
 - adding granularity to divergence after lexical shifts (Acar & Runco)

4. Exploratory Play

- Curiosity and learning (Legare & Lombrowski)

- Affordances
 - Troubleshooting and persistence
5. Reflections on the Advancements and Flexibility of MAUI
- A better UI
 - Profile as additional perspective
 - Any prompt will do...
 - Reduced number of prompts